Instruction Manual

HIGH HEAT™ Major League Baseball® 2003

EVERYONE
E
CONTENT RATED BY ESRB

3DO™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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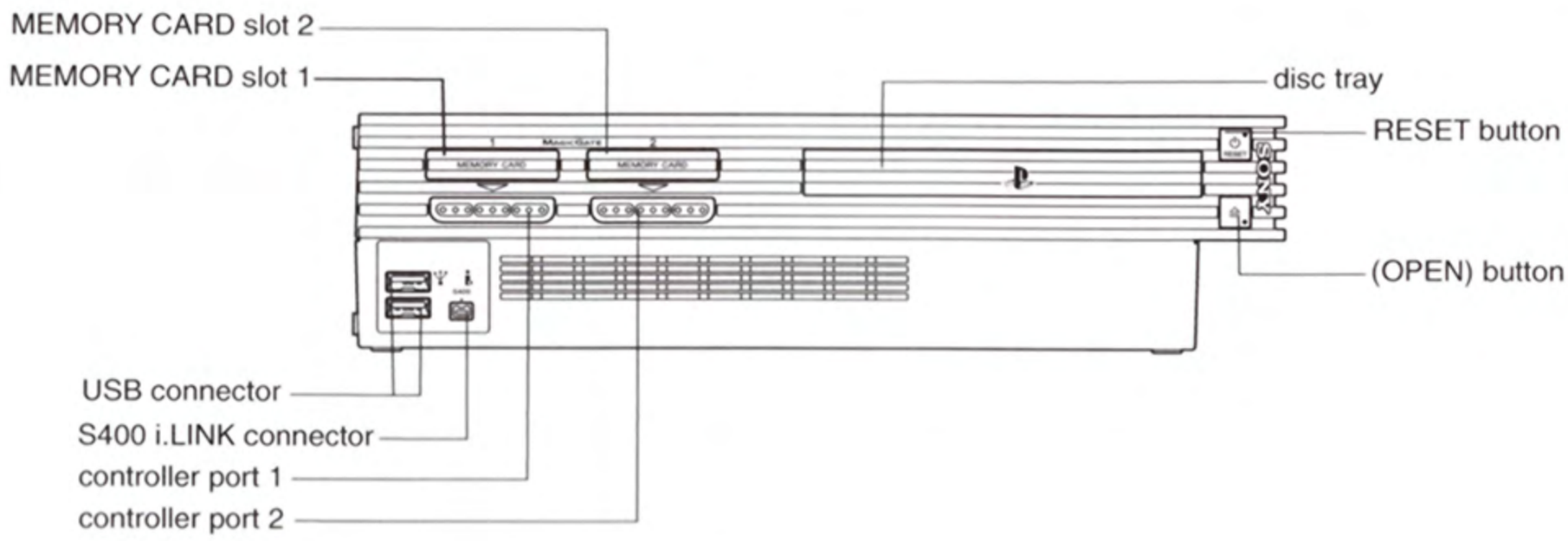
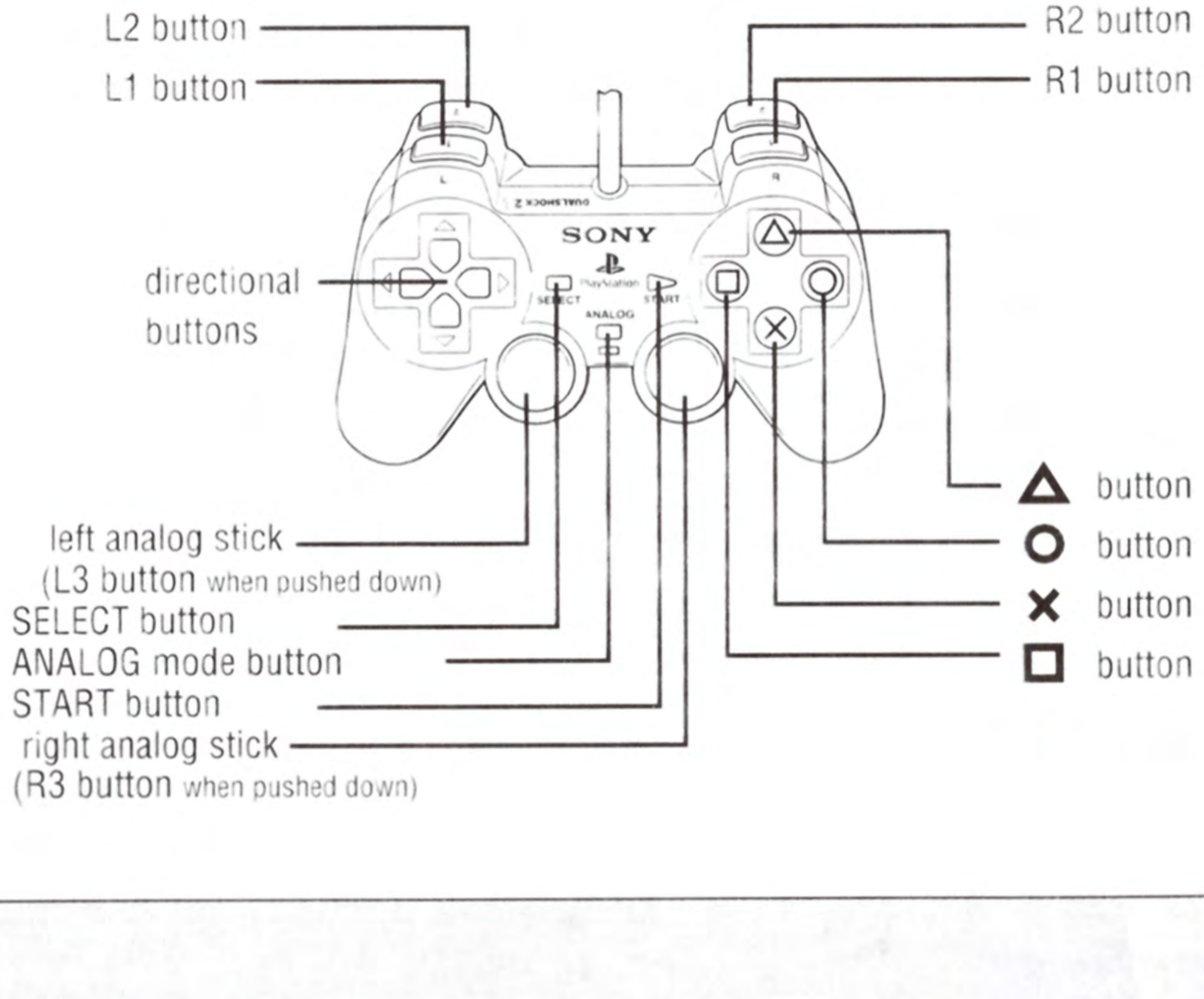
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the *High Heat™ Major League Baseball® 2003* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

If you wish to load or save information during play, insert a memory card (8MB) (for PlayStation®2) with at least 2000KB of free memory in MEMORY CARD slot 1. It is advised that you do not insert or remove peripherals or memory cards (8MB) (for PlayStation®2) once the power has been turned on.

STARTING UP



MENU CONTROLS

Unless otherwise noted onscreen or in this manual:

The ↑ and ↓ directional buttons OR ↑ and ↓ on the left analog stick are used to move between menu items.

The ← and → directional buttons OR ← and → on the left analog stick are used to change the values of some menu items.

Use the ⊗ button to accept and continue.

Use the △ button to go back to the previous screen.

CONTROLS

PITCHING

PITCH SELECTION

Select pitch type	⊗, ○, △, □, or R1 or R2 button
Align infield	directional button OR left analog stick, + L1 button (hold the directional button OR left analog stick first)
Align outfield	directional button OR left analog stick, + L2 button (hold the directional button OR left analog stick first)
Pitch legend on/off	SELECT button
Move pitcher on mound	← or → directional button OR left analog stick, + R2 button (hold the directional button first)

PITCH DELIVERY

Pitch a strike	⊗ button + directional buttons OR left analog stick (directional button OR left analog stick for location)
Pitch a ball	○ button + directional buttons OR left analog stick (no directional button OR left analog stick = random ball target)
Brushback pitch	R1 button + ⊗ button
Pitchout	□ button
Pickoff first	L1 button + ○ button
Pickoff second	L1 button + △ button
Pickoff third	L1 button + □ button

BATTING

DURING PITCH SELECTION

Guess pitch type	L2 button + ⊗, ○, △, □, R1 or R2 button
Practice swing	⊗ button + directional buttons OR left analog stick
Square to bunt	△ button + directional buttons OR left analog stick

DURING PITCH DELIVERY

Swing	⊗ button + directional buttons OR left analog stick
Bunt	△ button + directional buttons

Use directional buttons OR left analog stick to aim swing or bunt.
To check your swing, release the ⊗ button before the bat crosses the plate.
To swing through, press and hold the ⊗ button.

BASERUNNING

Lead	L1 button
Retreat lead	R1 button
Advance	□ button
Retreat	○ button
Stop	△ button

Use directional buttons to specify a runner, otherwise the command applies to ALL baserunners.

FIELDING

Move active fielder	directional buttons OR left analog stick
Jump	⊗ button
Dive	⊗ button + directional button OR left analog stick
Change active fielder	△ button

THROWING

Throw to first	○ button
Throw to second	△ button
Throw to third	□ button
Throw to home	⊗ button
Throw to relay man	R1 button
Cut off throw	○, △, ⊗, or □ button (after throw begins)
Run to base	L1 button
Run to specific base	L1 button + directional button OR left analog stick (use the directional buttons OR left analog stick to specify a base)
Run towards runner	L2 button
Run to specific runner	L2 button + directional button OR left analog stick (use the directional button OR left analog stick to specify a base)
Catcher pickoff	L1 button + □ or ○ button after the pitch begins (1st or 3rd bases only)

REPLAY VCR

Exit	START button
Play/Pause	⊗ button
Step forward 1 frame	○ button or → directional button OR → on the left analog stick
Step backward 1 frame	□ button or ← directional button OR ← on the left analog stick
Fast forward 10 frames	R1 button or ↓ directional button OR ↑ on the left analog stick
Fast backward 10 frames	L1 button or ↑ directional button OR ↑ on the left analog stick
Switch to camera controls	SELECT button

CAMERA CONTROLS

Tilt	↑ or ↓ directional button OR ↑ or ↓ on the left analog stick
Pan	← or → directional button OR ← or → on the left analog stick
Move forward	⊗ button
Move backward	△ button
Strafe horizontally	○ button + the ← or → directional button OR ← or → on the left analog stick
Strafe vertically	○ button + the ↑ or ↓ directional button OR ↑ or ↓ on the left analog stick
Zoom	L1 or R1 button
Exit	START button
Accelerate	hold the L2 or R2 button
Switch to VCR controls	SELECT button

HIGH HEAT Major League Baseball 2003

ALTERNATE PITCHING

PITCH SELECTION

Select pitch type	⊗ button + directional button OR left analog stick (see onscreen pitch legend)
Align infield	hold the directional button OR left analog stick + L1 button
Align outfield	hold the directional button OR left analog stick + L2 button
Pitch legend on/off	SELECT button
Move pitcher on mound	hold ← or → directional button OR ← or → on the left analog stick + R2 button

PITCH DELIVERY

Pitch a strike	⊗ button + directional buttons OR left analog stick (the directional buttons OR left analog stick for location)
Pitch a ball	○ button + directional buttons OR left analog stick (no directional buttons OR left analog stick = random ball target)
Pitchout	□ button
Pickoff	△ button + directional button OR left analog stick

ALTERNATE THROWING

Move active fielder	directional button OR left analog stick
Throw to first	⊗ button + → directional button OR → on the left analog stick
Throw to second	⊗ button + ↑ directional button OR ↑ on the left analog stick
Throw to third	⊗ button + ← directional button OR ← on the left analog stick
Throw to home	⊗ button + ↓ directional button OR ↓ on the left analog stick
Throw to relay man	R1 button
Cut off throw	⊗ button (after throw begins)
Run to base	○ button
Run to specific base	○ button + directional button OR left analog stick (use the directional button OR left analog stick to specify a base)
Run to runner	□ button
Run to specific runner	□ button + directional button OR left analog stick (use the directional button OR left analog stick to specify a base)
Catcher pickoff	△ button + directional button OR left analog stick after the pitch begins (1st or 3rd bases only)

MAIN MENU

EXHIBITION

Play a single game using any of the 30 regular MLB™ or two All-Star teams. See "Exhibition Play" (page 8) for details.

GAME MODES

SEASON

Play a fully customizable Season using any of the 30 MLB teams. See "Season Play" for more information.

TWO-ON-TWO SHOWDOWN™

A two-on-two baseball battle with only one team surviving!

PLAYOFFS

Jump right to the post-season in Playoff Mode.

BATTING PRACTICE

Hone your batting skills using the Batting Practice Mode.

ALL-STAR GAME™

Go directly to the All-Star Game featuring the American League and National League All-Stars.

HOME RUN DERBY™

Have fun hitting the long ball with your favorite sluggers in Home Run Derby!

EDIT PLAYERS

Ichiro is a power hitter! Well, not yet. But using the Player Editor you can certainly make him one. Here you can edit existing players and, using the Create a Player feature, even make new ones from scratch. Yes, that means even YOU can be a power hitter.

PREFERENCES

Adjust volumes and controller configuration, tune the game, choose rosters, view credits, save preferences, and load preferences.

EXHIBITION PLAY

An Exhibition game allows two players to compete against one another, one player to play against the CPU, or the CPU to control both teams so you can sit back and watch. To start an Exhibition game:

1. Highlight "Exhibition" and press the ⊗ button.
2. Select teams.
3. Use the default settings to go directly into a game, or customize your game experience by changing any of the many options that appear on our Game Menu.

TEAM SELECT

1. Use the ↑ and ↓ directional buttons OR ↑ and ↓ on the left analog stick to switch between Home and Away teams.
2. Use the ← and → directional buttons OR ← and → on the left analog stick to change teams.
3. Or press the ▣ button for random home and away selection.
4. Press the ⊗ button when you have the teams you want, or press the △ button to go back to the Main Menu.

CONTROLLER ASSIGN

- Use the ↑ and ↓ directional buttons to assign your controller to either the Home or Away team, or leave it in the middle to have the CPU control the team.
- Use the ← and → directional buttons to change your skill level from Rookie all the way up to Hall of Famer.
- Press the ⊗ button when you have the teams you want, or press the △ button to go back to the Team Select.

SKILL LEVELS

- Rookie – A very easy skill level where hitting and fielding are a cinch. Perfect for the beginning ball player!
- Pro – This level is a little tougher than Rookie but still easy enough for the beginner to have fun.
- All-Star – So you're making progress? All-Star level combines better CPU AI with tougher hitting and fielding.
- MVP – The appropriate level for highly-skilled videogamers with good baseball knowledge. Statistics will tend to come out very close to real life.
- Hall of Fame (HOF) – If you want to succeed in this skill level, you better have it all: baseball savvy, arcade skill and flawless execution.

GAME MENU

From the Game Menu, you can access the following menus, or just press the ⊗ button to play ball!

- Lineup
- Bullpen
- Team Settings
- Game Options
- Stadium Select

STADIUM SELECT

1. Highlight "STADIUM" on the Game Menu, and press the ⊗ button.
2. Use the ← and → directional buttons to scroll through any of the 30 MLB stadiums.
3. Select the stadium you wish to play in by pressing the ⊗ button.

LINEUP SCREEN

You can customize your starting lineup and player positions using the Lineup screen. Before the game begins, you can move players around in the starting lineup, or swap them back and forth with players on the bench.

STARTING LINEUP & BATTING ORDER

So you think one of your bench players is due for a big day, huh? Well, here is how you get him into the starting lineup.

1. Highlight "Substitute" and press the ⊗ button.
2. Use the ↑ and ↓ directional buttons to highlight which player you wish to remove.
3. Press the ⊗ button to select the player.
4. The list of bench players appears.
5. Use the ↑ and ↓ directional buttons to choose the player you wish to put in.
6. Press the ⊗ button. (Press the △ button to cancel the selection.)
7. You have now placed a bench player into the starting lineup and the default starter on the bench.

CHANGING THE BATTING ORDER

Changing the batting order involves swapping one player's batting order position for another's.

1. Highlight "BAT ORDER" and press the ⊗ button.
2. Use the ↑ and ↓ directional buttons to highlight the first player whose batting order position you wish to change.
3. Press the ⊗ button to select the player.
4. Use the ↑ and ↓ directional buttons to highlight the player you wish to swap with the first player.
5. Press the ⊗ button. (Press the △ button to cancel the selection.)
6. The players' batting order positions have now been swapped.

POSITION CHANGES

1. Highlight "POSITION" and press the ⊗ button.
2. Highlight the player whose position you want to change and press the ⊗ button. (To cancel the position change, press the △ button.)
3. Next, highlight the second player, and press the ⊗ button again.
4. The positions for both players have been swapped.

IN-GAME SUBSTITUTIONS

During the game, you can use the Lineup screen to bring a position player in from the bench. It is important to note that once the game begins, anyone who is removed from the lineup cannot return to the game.

1. Press the START button to display the Pause Menu, highlight the "Team Options", and press the ⊗ button.
2. Highlight "LINEUP" and press the ⊗ button. The Lineup screen appears.
3. Follow the directions for **STARTING LINEUP BATTING ORDER** (page 9) to complete your lineup change.

STATS

To toggle through a player's stats against right or left-handed pitchers:

1. Highlight "Overall".
2. Press the ⊗ button.
3. The player's stats against left-handed pitchers appear.
4. Press the ⊗ button again.
5. The player's stats against right-handed pitchers appear.

To toggle between a player's Career Stats and his stats from Last Year:

1. Highlight "Last Year".
2. Press the ⊗ button.
3. The player's statistics for his career appear.
4. Pressing the ⊗ button again will toggle back to player's Last Year stats.

To view the opposing team's stats on the Lineup screen:

1. Highlight the opposing team's name in the right-hand column.
2. Press the ⊗ button.
3. The opposing team's lineup appears with that team's stats.

BULLPEN SCREEN

To change your pitcher before the game begins:

1. Highlight "Bullpen" and press the ⊗ button.
2. The Bullpen screen appears.
3. Highlight "Change Pitcher" and press the ⊗ button.
4. Use the ↑ and ↓ directional buttons OR ↑ and ↓ on the left analog stick to highlight the desired pitcher.
5. Press the ⊗ button to bring him into the game (or press the △ button to cancel the substitution).

To bring in a relief pitcher during the game:

1. Press the START button to display the Pause Menu.
2. Highlight "Team Options" and press the ⊗ button. The Game Menu screen appears.
3. Highlight "Bullpen", press the ⊗ button, and the Bullpen screen appears.
4. Highlight "Change Pitcher" and press the ⊗ button.
5. Use the directional buttons OR the left analog stick to highlight the desired reliever.
6. Press the ⊗ button to bring him into the game (or press the △ button to cancel the substitution).

DOUBLE SWITCH

If you replace your pitcher when the Designated Hitter rule is not in effect, the new pitcher can be placed anywhere in the batting order. Whichever player is highlighted will be the player who is removed when you press the ⊗ button. It is important to note that if you choose to place your pitcher in any spot other than the original pitcher spot, whoever pinch hit will assume the fielding position of the player who was just replaced.

WARMING UP PITCHERS

If you have the Pitcher Warmup option turned on in the Game Options menu, then you will have to warm up your pitcher BEFORE putting him on the mound. Here is how you do it:

1. Press the START button to bring up the Pause Menu.
2. Highlight "Team Options", press the ⊗ button, and the Game Menu will appear.
3. Highlight "Bullpen" and press the ⊗ button to bring up the Bullpen screen.
4. Highlight "View Pitchers" and press the ⊗ button.
5. You will now notice that the top pitcher on the list to the left is highlighted. You can use the ↑ and ↓ directional buttons OR ↑ and ↓ on your left analog stick to highlight a different pitcher. Once you have highlighted the pitcher you wish to warm up, press the ⊗ button.
6. A "W" will appear next to the pitcher when he is warming up. Only two pitchers are allowed to warm up at a time. To sit a pitcher that is warming up back down, simply highlight him and press the ⊗ button again. The "W" will disappear and he will no longer be warming up.

MOUND VISITS

Mound Visits are important when warming up pitchers. They can also help settle down the pitcher who's already in the game. On average, a pitcher in the bullpen is warm in about the time it takes for the pitcher in the field to throw 10 pitches. A Mound Visit takes enough time to count for about 3 of those pitches. Thus, after performing a Mound Visit, in the time it takes the pitcher in the field to throw 7 pitches, the pitcher warming up will be ready.

NOTE: Placing pitchers into the game without being properly warmed up will result in lower pitch velocity and an increased chance of being hit hard.

TEAM SETTINGS

BATTING CAMERA
This changes the camera angle when your team is up to bat. HIGH positions the camera at strike level and a little behind the batter. LOW positions the camera right behind home plate.

FIELDING CAMERA
This can be set from VERY LOW to RANDOM, and is used when your team is fielding the ball.

ACTION CAMERA MODE
Turn the Camera to ON and the camera cuts to close-ups on diving catches, jumping throws, etc.

CONTROLLER CONFIG
Set your controller configuration independently for fielding and pitching from one of two different configurations. See "Pitching" and "Throwing" (pages 4-6) in the "CONTROLS" menu.

CONTROLLER VIBRATION
When a DUALSHOCK®2 analog controller is detected and set to ON, the controller vibrates each time your batter hits the ball.

PITCHING
When set to AUTOMATIC, the CPU takes over your team's pitching.

FIELDING
When set to AUTOMATIC, the CPU controls the fielders up to the moment that the ball is caught.

THROWING
When set to AUTOMATIC, the CPU takes over the defense from the moment the ball is caught until the end of the play.

RELAY MAN
When set to AUTOMATIC, the CPU decides when to use the Relay man on long throws.

BATTING
When set to AUTOMATIC, the CPU takes over hitting.

BASERUNNING
When set to AUTOMATIC, the CPU controls your baserunners.

SUBSTITUTIONS
When set to AUTOMATIC, the CPU makes all of the player substitutions for you.

DEFENSIVE ALIGNMENT
When set to AUTOMATIC, the CPU controls the alignment of your infielders and outfielders.

GAME OPTIONS

INNINGS
Set the number of innings in a game from one to nine. Extra innings are always played if the score is tied at the end of the game.

DESIGNATED HITTER
- BOTH - the DH rule is on for both teams.
- NONE - all pitchers must bat, regardless of what league a team is in.
- AL ONLY - only the American League teams have the DH rule in effect.
- NL ONLY - only the National League teams have the DH rule in effect.

AUTO REPLAYS
Select how often the game shows a replay. Choose from NONE to MANY.

GAME PACE
Choose from FASTEST to SLOWEST game pace.

TIME OF GAME
Choose to play in the DAY or at NIGHT.

WIND
Toggle the wind ON and OFF.

GUESS PITCH
Affect the batter's chances of getting a hit. When this is ON, the batter is allowed to guess at the upcoming pitch. See "Guessing the Pitch" (page 15) for more information.

BATTER WALK-UP
Choose ON to see the batter walk up to the plate, or OFF to skip it.

ERRORS
Turn errors ON and OFF. When ON, your fielder might drop a fly ball or your shortstop may muff a high-hopper.

PITCHER WARM-UP
Turn this option ON and you will need to warm-up your relief pitcher in the bullpen before bringing him to the mound.

VARIABLE UMPIRE
Toggle ON or OFF. Turn this option ON and the umpire's strike zones vary from game to game.

INJURIES
Turn injuries ON or OFF. This determines whether or not your players can be hurt.

SIMULATION
Based on a 0-10 scale, Simulation determines how much the game is weighted toward arcade play or stats simulation. "0" creates a true arcade experience, whereas "10" is almost entirely stats driven.

PLAY BALL!

Now that you've got the game set up to your liking, you can dive in and start playing!

PITCHING

The pitching examples in this section refer to the default controls. For alternate pitching controls, see page 6.

The process of throwing a pitch has two steps:

1. Pitch Selection.
2. Pitch Delivery.

PITCH SELECTION

Before the Pitch is thrown:

- The pitcher can select the type of pitch.
- The infield and outfield can be realigned.
- The batter can guess what pitch is going to be thrown or get squared to bunt.

There are nine different authentic TruPitch™ pitch types in *High Heat™ Major League Baseball® 2003*: The Change-up, Knuckleball, Curve, Split-finger Fastball (Splitter), Cut Fastball (Cutter), Sinker, Slider, Screwball and the Fastball.

To select the pitch type, press the △, □, ○, ✕, R1, or R2 button according to the pitch you want to throw. (If you select a type that your pitcher doesn't know, he shakes it off by moving his head back and forth.) Your pitcher now comes set and awaits instructions on where to throw the ball.

PITCH DELIVERY

At this point you can either:

- Pitch to the batter.
- Try to pick off a baserunner.

To choose where you want to try to have the ball cross the strike zone:

- Press the directional buttons OR the left analog stick + the ✕ button (if you don't press any directional buttons OR move the left analog stick, the pitcher throws the ball down the middle of the plate).

To try to throw a "ball" intentionally:

- Press the directional button OR the left analog stick + the ○ button (if you don't press any directional buttons OR move the left analog stick, the pitcher throws the ball in a random location).

The accuracy of the pitch placement depends on your pitcher's real life abilities. For example, a pitcher that is known for his good control and ability to "paint" the corners will have more accurate pitches in relation to your pitch location. A pitcher that is known for his lack of control will have less accurate pitches.

High Heat Tip: Make no mistake, it is better to miss off the plate than to just groove one down the middle and watch it get crushed.

PICKING OFF BASERUNNERS

After a pitch selection is made and the pitcher comes set, you can throw to any base in order to try to pick off the runner. Hold the L1 button and press the button that corresponds to the base.

High Heat Tip: Throwing to bases will help keep those especially fast runners close. Of course, doing this can also lead to wild throws, so be smart when you throw over!

CHANGING FIELDER ALIGNMENT

You can set your infield and outfield alignments before the pitcher selects a pitch type. To align the infield, hold a directional button and press the L1 button. To align the outfield, press and hold a directional button and press the L2 button.

PITCHER STAMINA

In the Pitch Key is a stamina level indicator that indicates how your pitcher is holding up. Over the course of the game, your pitcher tires and the Stamina Bar adjusts. When your pitcher gets tired, his pitch control degrades considerably. You should seriously consider bringing in a reliever from the Bullpen. (See "Bullpen Screen" on page 10.)

High Heat Tip: You've probably heard it before, but remember: tired pitchers are the number one cause of lost baseballs!

BATTING

SWINGING THE BAT

To swing the bat, press and hold the ⊗ button. Be sure to keep the ⊗ button held down through the entire swing.

AIMING THE BAT

When a pitch is thrown, you can aim your bat using the directional buttons OR the left analog stick. To swing at a certain location after a pitch, use the ⊗ button and press and hold the corresponding directional buttons OR left analog stick to swing. The better your aim is, the better the contact will be as well as your chances of getting a good hit.

CHECK AND PRACTICE SWINGS

To "check", or stop your swing, release the ⊗ button before the bat crosses the plate. To get in a practice swing before the pitch, press directional buttons to determine the angle of your swing and the level of your bat, then press and hold the ⊗ button.

BUNTING

To square around and get set to bunt, press and hold the △ button. To change the bunt angle and height, keep holding the △ button and press the directional buttons OR left analog stick to adjust your bat position.

GUESSING THE PITCH

It is possible to increase your chances of getting a good hit on a pitch by correctly guessing what pitch type a pitcher will throw. Guessing a pitch can only be done during the pitch selection before the pitcher goes into his wind-up.

To guess the pitch:

1. Hold the L2 button.
2. Press the button on the controller that corresponds to the pitch you think the pitcher is going to throw next.
3. A brief sound plays to acknowledge that you guessed a pitch.

High Heat Tip: Guessing incorrectly will increase the chance of even well struck balls resulting in an out, so it's a good idea to only guess the pitch in predictable counts.

FIELDING

The Fielding examples in this section refer to the default controls. For alternate fielding controls, see "ALTERNATE THOWING" on page 6.

RETRIEVING A BALL

When the ball is hit, a tracking outline appears on the field and indicates where the ball will land. The fielder in the best position to field the ball automatically activates and an outline appears around him.

MAKING THE PLAY

After catching or picking up the ball, you may run freely using the directional button(s) OR the left analog stick. You may throw the ball to any base by pressing the corresponding base button on the controller, or move your fielder with the "run to…" commands. By pressing the L1 button and the corresponding directional button(s) OR left analog stick, you can run to any base. You can run to any runner by pressing the L2 button and the corresponding base directional button OR left analog stick.

BASERUNNING

The controls for advancing and stealing are the same. Stealing can only be done during the wind-up and pitch. Advancing is done after the ball is in play.

- To steal or advance all runners, press the ■ button.
- To steal or advance a specific runner, press the ■ button and the directional button that corresponds to the runner's base.
- To retreat all runners, press the ● button.
- To retreat a specific runner, press the ● button and the directional button that corresponds to the runner's base.

PAUSE MENU

During the game, use the START button to pause the game. When the ball is in play, the game will simply display the "Paused" text. To reach the Pause Menu, pause the game when the ball is not in play. From here you can:

- Return to Game.
- Choose Team Options to make substitutions or change your options (see the "Lineup Screen" and "Bullpen Screen" sections on pages 9-10).
- Visit the Mound.
- Change the Defensive Alignment.
- Replay VCR.
- Change the amount of Replays shown.
- Change the Game Pace.
- Change the Batting cam setting.
- Change the Fielding cam setting.
- Change the Audio settings.
- Access Miscellaneous Options (see "Miscellaneous Options" below).
- Tuning Menu (See "Tuning Menu" below).

- Quit the game.

To access the Game Menu, select TEAM OPTIONS. For details on how to make offensive or defensive substitutions, see the "Lineup Screen" and "Bullpen Screen" sections on pages 9-10.

DEFENSIVE ALIGNMENT OPTIONS

The options that are accessible from the Pause Menu include:

- OF Spread: Normal, Guard Lines, Bunched
- OF Depth: Normal, Shallow, Deep, Close In
- OF Shift: Normal, Right, Far Right, Far Left, Left
- IF Defense: Normal, Guard Lines, Double Play
- IF Depth: Normal, Back, Shallow
- IF Shift: Normal, Right, Far Right, Far Left, Left
- IF Hold Runner: Toggle ON/OFF
- IF Bunt Defense: Toggle ON/OFF

Note: Defensive Alignment needs to be set to MANUAL for these options to be accessible.

MISCELLANEOUS OPTIONS

The options that are accessible from the Pause Menu include:

- Batter Walkup, toggle ON/OFF.
- Pitch Preview, toggle ON/OFF.
- Umpire Text, toggle ON/OFF.
- Strike Zone Display, toggle ON/OFF.
- Umpire Zone Display, toggle ON/OFF.
- Ball Trials, toggle ON/OFF

TUNING MENU

See "Preferences" for a more extensive explanation of these tuning options.

Note: 0 is the lowest, and 10 is the highest setting.

- Runner Speed, adjust from (0-10)
- Fielder Speed, adjust from (0-10)
- Throw Speed, adjust from (0-10)
- Fastball Speed, adjust from (0-10)
- Non-Fastball Speed, adjust from (0-10)
- CPU Hitting, adjust from (0-10)
- CPU Power. adjust from (0-10)
- Human Hitting, adjust from (0-10)
- Human Power, adjust from (0-10)
- Error Frequency, adjust from (0-10)
- Injury Frequency, adjust from (0-10)

REPLAY VCR

Analyze the last play step-by-step using the Replay VCR. For a complete list of Replay VCR controls, see "Replay VCR" on page 5 in the "CONTROLS" menu.

SEASON PLAY

High Heat™ Major League Baseball®2003 allows you to take as many teams as you like through a full season. Here's your chance to take that perennial cellar dweller to the World Series!

STARTING A SEASON

SETTING UP A NEW SEASON

1. Highlight GAME MODES and press the ⊗ button.
2. Highlight SEASON and press the ⊗ button.
3. Highlight NEW and press the ⊗ button.
4. This brings you to the Roster Select screen. (See below for an explanation of how to choose a roster set.) Once you have chosen a roster set, highlight it and press the ⊗ button.
5. Here you have the option of choosing between using the Actual Rosters or creating new ones through a Fantasy Draft. To choose the Actual Rosters, highlight Actual Rosters and press the ⊗ button. (If you would like to start a Fantasy Draft see page 19.)
6. Set the various Season Options (see "Season Options" page 19) or use the default settings.
7. Press the ⊗ button.

NOTE: If you have chosen a custom season length, go to STEP 7. If you chose to play the full 162 game season, go to STEP 10. If you want to go back and change the season length, press the △ button.

8. The Season Custom Schedule appears.
9. Select the number of games for your season, whether or not an All-Star Game will be played, and how many games decide the playoffs and World Series.
10. When you are satisfied with your Season settings, press the ⊗ button.
11. The Season Teams Select screen appears.
12. Use the ← and → directional buttons OR ← and → on the left analog stick to cycle through all MLB teams.
13. Highlight "CPU" and use the ← and → directional buttons OR ← and → on the left analog stick to change the team to human control.
14. When you are finished, highlight "Done" and press the ⊗ button.
15. The Season Main Menu appears. See "Season Main Menu" on page 20.

CHOOSING ROSTERS

Here you can select which rosters set to use.

Use Default 2002 Season
This will load the default rosters from the CD.

Use Custom From Memory Card
Highlighting "Use Custom From Memory Card" and pressing the ⊗ button will load an existing roster set from your memory card (8MB) (for PlayStation®2).

Use Current in Memory
This allows you to use rosters containing the player edits you have made through the Player Editor in the Main Menu.

SEASON OPTIONS

All of the Season Options except "Season Length" are the same as the Exhibition game options. For a complete list and explanation of these options, see "Game Options" on page 13 in the "EXHIBITION PLAY" section of this manual.

SEASON LENGTH

Select to have a normal 162 game season, or select a custom length for a season anywhere from 1 to 162 games.

LOADING AN EXISTING SEASON

To resume a saved season already in progress:

1. Insert the memory card (8MB) (for PlayStation®2) containing your saved season game into MEMORY CARD slot 1.
2. Select "SEASON" from the Main Menu.
3. Select "LOAD SEASON". (If any messages appear on the screen, please follow their instructions carefully.)
4. The Season Main Menu screen appears.
5. You may continue your restored season. (See "Season Main Menu" on page 20).

FANTASY DRAFT

Finally you can make up for all the horrible mistakes your favorite team's GM has made over the years. With Fantasy Draft, you can pick the players you want and show the world that YOU should be in the front office! When you get to the Roster screen, simply highlight Fantasy Draft and press the ⊗ button. After you have finished with your Season Options and Team Selects as described above, you may continue into the Fantasy Draft.

For an in-depth explanation of the various statistics displayed during the fantasy draft, please see the "Statistics Glossary" at the end of the manual.

DRAFTING

The game uses a "snake" drafting order style, which leads to more balanced teams. Teams 1-30 pick in order for the first round. For the second round, teams pick in reverse order. The order alternates this way every round.

Starting a draft is fairly easy. Just follow these steps.

1. Highlight "Start" and press the ⊗ button to begin the draft.

To view the picks any team has already made:

1. Highlight "View Teams" and press the button. Use the ← and → directional buttons OR ← and → on the left analog stick to cycle through all teams. As you cycle through, you will see all of that team's draft choices.

To view *High Heat™ 2003's* Draft Advice:

1. Highlight "Draft Advice" and press the ⊗ button.
2. A box appears indicating which player *High Heat 2003* would pick. You then have the choice of whether or not to pick that player.

To make a pick on your own:

1. Highlight "Make Pick" and press the ⊗ button.
2. The player list appears on the left-hand side. Both batters and pitchers are in order of best to worst according to *High Heat 2003*. You can change the sorting criteria by selecting "Sort" and pressing the ⊗ button.
3. Highlight "View Batters" or "View Pitchers" and press the ⊗ button.
4. When you find the player you want, highlight "Choose Player" and press the ⊗ button. You have now made a draft choice.

To have *High Heat 2003* make all your draft choices automatically for you:

1. Highlight "Auto Pick" and press the ⊗ button.
2. *High Heat 2003* makes your next pick for you.

To have *High Heat 2003* finish your draft.

1. Highlight "Auto Complete" and press the ⊗ button. You can use this feature at any point during the draft. This allows you to make a few picks and let the computer do the rest.
2. When the draft is finished, "Continue" will be highlighted. Your draft is complete. Press the ⊗ button to proceed.

PLAYING SEASON GAMES

Once you set up your season according to the previous instructions, the Season Main Menu screen appears. This is where you begin to play out the season.

SEASON MAIN MENU

From the Season Main Menu you can:

- Select "MANAGE" to access the Starting Lineups, Pitching Rotation, and Trades.
- Select "OWNERS" to return to the Season Teams Select screen.
- Select "SCHEDULE" to access the Season Schedule (see below).
- Select "STANDINGS" to view the League Standings or "STATS" to view the Season Statistics.
- Select "OPTIONS" to change the Season Options.
- Select "PLAYOFFS" to go to the Playoffs.
- Save a season in progress.

SEASON SCHEDULE

Displays all scheduled games for the current season in a calendar format. This screen is the gateway to your season games. It lists all of the games to be played this season, including those of the teams you are controlling. Use the R1 and L1 buttons to scroll through the months. Use the ← and → directional buttons OR ← and → on the left analog stick to highlight the different options at the bottom of the screen and press the ⊗ button.

To view a specific team's schedule:

1. Use the ← and → directional buttons OR ← and → on the left analog stick to highlight the team name.
2. Press the ⊗ button.
3. Continue pressing the ⊗ button to scroll through each team's schedule one at a time. To go backwards through the names, press the ▣ button.

To play a game on the schedule:

1. "SELECT GAME". A cursor appears on the calendar.
2. Move the cursor to any game.
3. Press the ⊗ button.
4. Select "PLAY".
5. At this point, play proceeds like an exhibition game. Refer to the "Controller Assign" section for more information.

To simulate a specific game:

1. "SELECT GAME". A cursor appears on the calendar.
2. Move the cursor to any game.
3. Press the ⊗ button.
4. Select "SIM GAME".
5. The CPU simulates the game, and the results appear on the schedule.

To simulate an entire season:

1. Select "SIM TO PLAYOFFS".
2. The CPU simulates all games for the season, and the results appear on the schedule.

TEAM MANAGEMENT

On the Season Main Menu screen, select "Manage" to access the Starting Lineups, Pitching Rotation, View Trades, or select Team Owners to return to the Season Teams select screen. You can even Create or Edit Players from this screen.

STARTING LINEUPS

Each team begins with a default starting lineup that you can change to your liking. Editing your lineup through the Management screen allows you to make lineup changes once, so that they will appear the way you want them every game in Season Play. Here is the process:

1. Select "Rosters" and press the ⊗ button.
2. Select "Starting Lineup" and press the ⊗ button.
3. Select "Bat Order" to switch places in the batting order, or "Substitution" to bring in a new player in place of another. Press the ⊗ button.
4. Use the ↑ and ↓ directional buttons OR ↑ and ↓ on the left analog stick to highlight the player to swap or substitute.
5. Press the ⊗ button to select the player.
6. Highlight the player to switch in the order or substitute.
7. Press the ⊗ button. (Press the △ button to cancel the selection.)
8. The players have switched or have been substituted in the order.

PITCHING ROTATION

The pitching rotation is the order in which your starting pitchers appear in the game.

To set a custom rotation:

1. Highlight "Manage" and press the ⊗ button.
2. Highlight "Pitching Rotation" and press the ⊗ button.

3. Highlight "Edit Rotation" and press the ⊗ button.
4. Using the ← and → directional buttons OR ← and → on the left analog stick, highlight the first pitcher to move.
5. Press the ⊗ button and his name and stats change colors. Pressing the △ button cancels the rotation change.
6. To complete the swap, highlight the second pitcher to move.
7. Press the ⊗ button and the two pitchers change places in the rotation.

TRADES

On the Season Main Menu, highlight "Manage", press the ⊗ button, highlight "Trades" and press the ⊗ button again to make the Trade screen appear. Here you will see a list of players and their stats from their default team, a trading area at the bottom of the screen where the players you select for a trade will be displayed, and several options at the right-hand side of the screen.

To change a team:

1. Use the ← and → directional buttons OR ← and → on the left analog stick.

To change the list from batters to pitchers:

1. Use the ↑ and ↓ directional buttons OR ↑ and ↓ on the left analog stick to highlight "Batters" at the right hand side of the screen, and press the ⊗ button.
2. The list changes from batters to pitchers. (Press the ⊗ button again to return to batters.)

To execute a trade:

1. Change the team, according to the instructions above.
2. Highlight "Player 1" and press the ⊗ button.
3. Highlight the player you want to trade and press the ⊗ button. This player will appear in the trading area beneath the player list.
4. Select the team with which you would like to trade.
5. Highlight "Player 2"and press the ⊗ button.
6. Highlight the player you want and press the ⊗ button.
7. Both players will appear in the trading area below the player list.
8. Highlight "Trade" and press the ⊗ button.

To view the stats for players vs. left or right-handed pitching separately:

1. Use the ↑ and ↓ directional buttons OR ↑ and ↓ on the left analog stick to highlight "Overall" at the right-hand side of the screen.
2. Press the ⊗ button. The stats for the player vs. right-handed pitching appear.
3. Press the ⊗ button again.
4. The stats for the player vs. left-handed pitching appear.

To view the stats for a player's career, last year, or the current season:

1. Use the ↑ and ↓ directional buttons OR ↑ and ↓ on the left analog stick to highlight "Last Year" at the right-hand side of the screen.
2. Press the ⊗ button.
3. Continuing to press the ⊗ button will allow you to toggle through the stats of a player's career, last year, or the current season.

LEAGUE STANDINGS

Displays the current season standings in the league. You can also toggle to see the Wild Card standings.

STATISTICS SCREEN

Highlighting "Stats" and pressing the ⊗ button will bring you to the Stats screen. Here you will find a variety of statistics that can be sorted in a variety of ways. Highlight the category you want at the right-hand side of the screen by using the ↑ and ↓ directional buttons OR ↑ and ↓ on your left analog stick and press the ⊗ button:

- LEAGUE: Toggles between American and National League Leaders.
- TEAMS: Toggles between All Players, Team Totals or All 30 Teams Leaders. (Press the ▣ button to toggle through in the opposite direction.)
- QUALIFY: ON or OFF. Turn on and only the players who have played enough to officially qualify as league leaders appear.
- TYPE: Switch between Batting, Fielding, or Pitching stats.
- STATS: Changes the stats between your current season, last year's stats, and career stats.
- SPLITS: Select stats to display separately for players vs. left or right-handed pitchers or batters.
- POSITION: Specify to display stats for particular positions.
- VIEW PLAYERS: Highlighting this and pressing the ⊗ button will allow you to scroll through the player list using the ↑ and ↓ directional buttons OR ↑ and ↓ on your left analog stick on the left hand side of the screen. While viewing players, you can sort by the highlighted statistical category by pressing the ⊗ button. Use the R1 button or the L1 button to toggle through statistical categories.

SAVING A SEASON

Select "SAVE" from the Season Menu. If you don't have a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1, you will be prompted to insert one. Follow the instructions onscreen to save your season. Later you can reload and continue your season by selecting "SEASON" from the Main Menu. Note that each memory card (8MB) (for PlayStation®2) can contain only one saved season. Saving rosters of any kind will overwrite any existing *High Heat™* save data on your memory card (8MB) (for PlayStation®2) including saved Season and Playoff files.

PLAYOFF MAIN MENU

The following menu items are available from the Playoffs Main Menu:

- PLAY GAME: You can play any game of any series by highlighting "PLAY GAME", and pressing the ⊗ button.
- SIM GAME: You can simulate any game of any series by highlighting "SIM GAME", and pressing the ⊗ button.
- SIM SERIES: You can simulate an entire series by highlighting "SIM SERIES", and pressing the ⊗ button.

OTHER GAME MODES

Whether it is taking a little Batting Practice, smashing a few dingers in Home Run Derby, or battling it out with your friend in the Two-on-Two Showdown, you are bound to have fun playing any of *High Heat 2003's* other game modes.

TWO-ON-TWO SHOWDOWN™

Finally, a game where there is no margin for error! One mistake could cost you the game AND bragging rights! Of course this exciting head-to-head match-up is so quick that you will almost certainly have to demand a rematch if you lose.

THE RULES OF THE TWO-ON-TWO SHOWDOWN

Two-on-Two Showdown has the same pitcher-batter match-up as playing a regular game, but it's a game within the game. It's just the batter vs. the pitcher, and every pitch counts. There are no fielders, and all points are given out on what the umpire thinks your hit would have been. The best part of the Two-on-Two Showdown is that even if you are down after you hit, you can easily make up points with stellar pitching. Almost any lead can be overcome with some clutch, savvy play. What it all comes down to is one inning of pressure baseball, and if the game is tied, the home team gets the final say in one last, sudden-death pitch.

SETTING UP TWO-ON-TWO SHOWDOWN

You will want to choose one pitcher and one hitter. You can choose any pitcher or hitter you want.

Team Select

1. Use the ⬆ and ⬇ directional buttons OR ⬆ and ⬇ on the left analog stick to switch between Home and Away teams.
2. Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to change teams.
3. Or press the ▣ button for random home and away selection.
4. Press the ⊗ button when you have the teams you want, or press the △ button to go back to the Main Menu.

Controller Assign

1. Use the ⬆ and ⬇ directional buttons to assign your controller to either the Home or Away team, or leave it in the middle to have the CPU control the team.
2. Use the ⬅ and ➡ directional buttons to change your skill level from Rookie all the way up to Hall of Famer.

Choosing your players

You can either use the default players or choose your own. To choose another player, follow these steps:

1. Highlight the player you wish to change and press the ⊗ button.
2. Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on your left analog stick, to change the team.
3. Highlight "Choose Player" and use the ⬆ and ⬇ directional buttons OR ⬆ and ⬇ on the left analog stick to highlight the player you would like to use. After you have highlighted the player you want, press the ⊗ button.

NOTE: The players you have chosen will wear the uniform of the team you originally picked, even if they do not normally play for that particular team.

Point Values

- Strike – 1 point for the pitcher
- Ball – 1 point for the batter
- Single – 2 points for the batter
- Double – 3 points for the batter
- Triple – 4 points for the batter
- Home Run – 5 points for the batter
- Out – 1 point for the pitcher
- Walk and HBP– 1 extra point each for the batter
- Sac Bunt – 4 points for the pitcher

STAND ALONE PLAYOFF

So you love a horrible team, and rather than suffer the agony of another losing season, you would prefer to miraculously jump directly into the playoffs. No problem, we've got you covered.

STARTING A STAND-ALONE PLAYOFF

Setting up a New Playoff

To start a New Playoff, please use the following steps:

1. Highlight Game Modes and press the ⊗ button.
2. Highlight Playoffs and press the ⊗ button.
3. Highlight New Playoffs and press the ⊗ button.
4. Choose your Roster Set.
5. Set your playoff options. This includes setting the number of teams, and setting the round lengths. Once you are done, press the ⊗ button.
6. When choosing your Playoff Teams, use the ↑ and ↓ directional buttons OR ↑ and ↓ on the left analog stick to move between team icons and CPU/human selectors.
7. Use the ← and → directional buttons OR ← and → on the left analog stick to change the teams and to toggle between CPU and human control.
8. Once you have set your desired teams press the ⊗ button.

Loading an Existing Playoff

To resume a saved playoff already in progress:

1. Insert the memory card (8MB) (for PlayStation®2) containing your saved season game into MEMORY CARD slot 1.
2. Highlight "GAME MODES" from the main menu and press the ⊗ button.
3. Highlight Playoffs and press the ⊗ button.
4. Highlight Load Playoff and press the ⊗ button.
5. The Playoff Main Menu screen appears.
6. You may continue your restored Playoff. (See "Playoff Main Menu" on page 23.)

PLAYOFF MAIN MENU

Playing Playoff Games

1. Highlight "Playoffs" and press the ⊗ button.
2. To play with your team, highlight your team's logo and press the ⊗ button.
3. This will take you to the Team Select Menu and you can continue on into the game.

Simulating Playoff Games

1. Highlight "Playoffs" and press the ⊗ button.
2. Highlight the logos of the teams whose games you wish to simulate and press the ⊗ button.
3. Highlight Sim Game and press the ⊗ button to simulate just one game in the series OR highlight Sim Series and press the ⊗ button to simulate the entire series.

Managing your Starting Lineup

Use the following steps to manage your starting lineups.

1. Highlight "Manage" and press the ⊗ button.
2. Highlight "Rosters" and press the ⊗ button.
3. Highlight "Starting Lineups" and press the ⊗ button to bring you to the Starting Lineup screen.

Refer to the Lineup section for more information about how to manage your starting lineup.

Managing your Pitching Rotation

Use the following steps to manage your pitching staff.

1. Highlight "Manage" and press the ⊗ button.
2. Highlight "Rosters" and press the ⊗ button.
3. Highlight "Pitching Rotation" and press the ⊗ button to bring you to the Starting Lineup screen.

Refer to the Bullpen section for more information about how to manage your pitching staff.

Playoff Statistics

To check out all your playoff stats, simply highlight "Stats" and press the ⊗ button. Refer to the Season Statistics section for more information about how to navigate the Stats screen.

Playoff Options

Simply highlight "Options" and press the ⊗ button to bring up the Playoff Options screen.

HOME RUN DERBY

Luis Gonzalez won the Home Run Derby during last year's All-Star break, but it should have been Barry, right? Or Sammy? Well, here is your chance to right that wrong! Step up with your favorite slugger and blast away!

SETTING THE HOME RUN DERBY OPTIONS

The following options are available in Home Run Derby

- Number of Players
- Number of Pitches
- Time of Day
- Controller Vibration

HOME RUN DERBY MENU

Choose your slugger and the stadium you wish to punish!

To select a player:

1. Highlight "Change Player" and press the ⊗ button.
2. The highlight bar appears at the top of the menu. Highlight that player and press the ⊗ button.
3. You are now able to choose any player from any team. Use the ← and → directional buttons OR ← and → on the left analog stick to choose the team. Highlight "Chase Player" and press the ⊗ button. Use ↑ and ↓ directional buttons OR ↑ and ↓ on the left analog stick to highlight the player you would like to select.
4. Once you have found the player you want, press the ⊗ button and to return to the HR Derby Menu.

To choose a different stadium:

1. Highlight "Stadium" and press the ⊗ button.
2. Use the ← and → directional buttons OR ← and → on your left analog stick to change the stadium.
3. When you have found the stadium you want, press the ⊗ button.
4. When you're ready to play, highlight "START" and press the ⊗ button.

PLAYING HOME RUN DERBY™

The only thing you need to do is aim the bat and swing!

Hitting:

Refer to the Batting section for a full explanation of how to hit.

BATTING PRACTICE

So you're having a little trouble with our new Cut Fastball, eh? Who doesn't? Batting Practice is the place to go to iron out the wrinkles in your swing.

SETTING UP BATTING PRACTICE

Batting Practice Setup Screen

You can set the following options:

- Difficulty Level
- Time of Day
- Controller Vibration

When you're ready to play, highlight "Start" and press the ⊗ button.

BATTING PRACTICE MENU

Here is where you choose what part of your game you would like to work on. It is important to note that, in order to work on hitting a particular pitch, you need to select a pitcher who throws it. Here are the options:

Choose Batter

You can either use the default hitter or choose your own. To choose another hitter, follow these steps:

1. Highlight "Choose Player" and press the ⊗ button.
2. Use the ← and → directional buttons OR ← and → on your left analog stick to change the team.

3. Use the ⬆ and ⬇ directional buttons OR ⬆ and ⬇ on the left analog stick to highlight the player you would like to use. After you have highlighted the player you want, press the ⊗ button.

Choose Pitcher

You can either use the default pitcher or choose your own. To choose another pitcher, follow these steps:

1. Highlight the pitcher and press the ⊗ button.
2. Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on your left analog stick to change the team.
3. Use the ⬆ and ⬇ directional buttons OR ⬆ and ⬇ on the left analog stick to highlight the pitcher you would like to use. After you have highlighted the player you want, press the ⊗ button.

Choose Stadium

To choose a different stadium:

1. Highlight "Stadium" and press the ⊗ button.
2. Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on your left analog stick to change the stadium.
3. When you have found the stadium you want, press the ⊗ button.

Choose Pitch Type

You have the option here of choosing all fastballs or all the pitches that particular pitcher throws. Simply highlight "Pitch Type" and press the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to toggle between fastballs or mixed.

Choose Pitch Targets

This allows you to choose where you want the balls thrown. You can select between All Grooved, Balls/Strikes, Mixed Strikes, High Strikes, Low Strikes, Inside Strikes, and Outside Strikes. To select any of these, highlight "Pitch Target" and press the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to scroll through the different options. Once you are all set to go, highlight "Start" and press the ⊗ button to start hackin'.

ALL-STAR GAME™

Choose to go directly to an All-Star Game featuring the American League™ and National League™ All-Stars.

SETTING UP AN ALL-STAR GAME

1. Select "ALL-STAR GAME" from the Main Menu.
2. The All-Star Teams Select Screen appears.
3. Use the ⬅ and ➡ directional buttons to select a skill level.
4. Use the ⬆ and ⬇ directional buttons to switch control from the American League to the National League.
5. The All-Star Game Menu appears. From the All-Star Game Menu, you can access the Game Options, Stadium Select, Lineups, Bullpen, and Game Settings screens. See "EXHIBITION PLAY" for a complete explanation of all these screens and the various options, or you can:
6. Press the ⊗ button to go directly to gameplay (or press the △ button to return to the All-Star Team Select screen).

EDIT PLAYERS

This feature allows you completely customize any player and even make new ones. It addresses both defensive and offensive skills, making it finally possible for you to combine Todd Helton's bat with J.T. Snow's glove.

CREATE A PLAYER

Looking for that blue chip prospect to help your team to the next level? Forget it! Just make him! Follow these steps to begin creating a player:

1. On the Main Menu, highlight "Edit Players" and press the ⊗ button.
2. Highlight "Create a Player" and press the ⊗ button.
3. You will see a list of names on the left. You can edit any one of these slots to make your player.
4. Highlight "Choose Player" and press the ⊗ button.
5. At the top of the screen, the word "General" is highlighted with arrows on each side of it. If you use the ← and → directional buttons OR ← and → on the left analog stick, you can toggle between the other Editing screens.

EDITING GENERAL PLAYER INFORMATION

This is the area that allows you to set a player's name, number, and a variety of other general characteristics.

Editing First and Last Names

Highlight either "First Name" or "Last Name" and press the ⊗ button. Creating a name is simple. You just highlight the letter you want to use and press the ⊗ button. As you select letters, they will appear on the right hand side of the screen. To remove any individual letter, highlight "DEL" and press the ⊗ button. If you want to clear the whole screen and start over, highlight "CLR" and press the ⊗ button.

Jersey Number

Use the ← and → directional buttons OR ← and → on the left analog stick to choose your player's number.

Main Position

Use the ← and → directional buttons OR ← and → on the left analog stick to choose your player's position. It is important that your player play the position you give him. If not, he is going to look like he is playing with a frying pan for a glove!

Complexion

Use the ← and → directional buttons OR ← and → on the left analog stick to choose your player's complexion.

Face

Use the ← and → directional buttons OR ← and → on the left analog stick to choose your player's type of facial hair.

Height

Use the ← and → directional buttons OR ← and → on the left analog stick to choose your player's height.

Weight

Use the ← and → directional buttons OR ← and → on the left analog stick to choose your player's weight.

Body Type
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to choose your player's body type.

EDITING BATTING INFORMATION

Editing these fields will directly affect your player's offensive performance. To get to this screen, highlight the top line on the screen and simply use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick until you see "Batting" at the top of screen.

Bat Side
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to choose your player's bat handedness.

Stance
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to choose your player's batting stance.

- Normal – Both feet even and weight evenly distributed.
- Open – Front foot slightly closer to the outside of the batter's box than the back foot.
- Closed – Front foot slightly closer to the plate than the back foot.
- Wide – Front foot significantly closer to the outside of the batter's box than the back foot.
- Crouched – Both feet even in the batter's box with the weight shifted toward the back foot.

Average
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to edit your player's ability to hit for a high average. The scale goes from 0-10 with "10" being one of the top averages in the league.

Power
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to edit your player's ability to hit for a high slugging percentage. The scale goes from 0-10 with "10" being one of the top slugging percentages in the league.

Pull
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to edit your player's ability to pull the ball when being controlled by the CPU. The scale goes from 0-10 with "10" pulling the ball most frequently.

NOTE: Pulling the ball tends to help power numbers.

EDITING PITCHING INFORMATION

Edit the characteristics of your pitcher to fit your liking. Highlight the top line of the screen and simply use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick until you see "Pitching" at the top of screen.

Throwing Arm
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to choose your player's throwing handedness.

Delivery Style
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to choose your pitcher's pitch delivery style.

Power
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to adjust your pitcher's pitch velocity. The scale goes from 0-10 with 10 making your pitcher's arm one of the strongest in the league.

Control
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to adjust your pitcher's level of pitch control. The scale goes from 0-10 with 10 making your pitcher's pitch control as accurate as possible.

Endurance
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to adjust your pitcher's endurance. The scale goes from 0-10 with 10 making your pitcher's endurance one of the best in the game.

Effectiveness
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to adjust your pitcher's level of pitch effectiveness. The scale goes from 0-10 with 10 making your pitcher's pitches as effective as possible.

Ground Ball Ratio
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to adjust your pitcher's ground ball ratio. The scale goes from 0-10 with 10 making your pitcher much more likely to give up ground balls.

Editing Pitch Types
Here you can decide exactly what pitches you would like your pitcher to throw. Highlight the top line of the screen and simply use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick until you see "Pitch Types" at the top of screen.

Pitch 1 – Pitch 6
You can change any of these slots to be whatever pitches you want. The choices are the Change-up, Knuckleball, Curve, Split-finger Fastball (Splitter), Cut Fastball (Cutter), Sinker, Slider, Screwball and the Fastball. To change a pitch please use the following steps:

1. Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to highlight any pitch number.
2. Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to cycle through each of the possible pitch types.
3. If you would like to use less pitches, highlight a pitch and select "None" for its type.

EDITING OTHER INFORMATION
These fields control the rest of your player's characteristics, including defense. To get this screen you highlight the top line of the screen and simply use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick until you see "Other" at the top of screen.

Throwing Arm
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to choose your player's throwing handedness.

Arm Strength
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to edit your player's arm strength. The scale goes from 0-10 with 10 making your player's arm one of the strongest in the league.

Range
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to edit your player's fielding range. The scale goes from 0-10 with 10 making your player's range one of the best in the league.

Running Speed
Use the ⬅ and ➡ directional buttons OR ⬅ and ➡ on the left analog stick to edit your player's base running speed. The scale goes from 0-10 with 10 making your player one of the fastest in the league.

USING A CREATED PLAYER IN THE GAME

Now that you have made this player, you want him on your team, right? It isn't hard at all. Just refer back to the Trades in the Season Play section for a full explanation on how to trade a player onto your team.

SAVING CREATED PLAYERS

Whenever you finish Creating Players, press the △ button to exit back out to the Management screen. All you need to do is highlight "Save" and press the ✕ button.

NOTE: Saving rosters of any kind will overwrite any existing *High Heat™* saved data on your memory card (8MB) (for PlayStation®2).

EDIT PLAYER

Wouldn't it be nice if Jason Giambi had blazing speed along with the most powerful bat in the universe? With the Player Editor, it's just a few button presses away!

EDITING PLAYERS

All current players have the same modifiable fields that are contained within Create a Player. Please see the previous section for an explanation of, and how to edit each of these fields.

SAVING PLAYER EDITS

Whenever you finish with your player edits, press the △ button to exit back out to the Management screen. Highlight "Save" and press the ✕ button.

NOTE: Saving rosters of any kind will overwrite any existing saved data on your memory card (8MB) (for PlayStation®2) including saved Season and Playoff files. If you wish to edit saved Season or Playoff files, do it from within those game modes.

ROSTERS

Starting Lineups and Pitching Rotations can be edited from here exactly the same way as in Season Play. If you set it here, however, you need to import these custom rosters into Season Play to use them. Furthermore, it is very important to note that if you have started Season Play, any edits you perform here, if saved, will overwrite all season data which you may have. With that having been said, here is how you do it.

STARTING LINEUPS

Each team begins with a default starting lineup that you can change to your liking. Editing your lineup through the Management screen allows you to make lineup changes once, so that they will appear the way you want them every game in Season Play. Here is the process:

1. Select "Rosters" and press the ⊗ button.
2. Select "Starting Lineup" and press the ⊗ button.
3. Select "Bat Order" to switch places in the batting order, or "Substitution" to bring in a new player in place of another.
4. Use the ↑ and ↓ directional buttons OR ← and → on the left analog stick to highlight the player to swap or substitute.
5. Press the ⊗ button to select the player.
6. Highlight the player to switch in the order or substitute.
7. Press the ⊗ button. (Press the △ button to cancel the selection.)
8. The players have switched or have been substituted in the order.

PITCHING ROTATION

The pitching rotation is the order in which your starting pitchers appear in the game.

To set a custom rotation:

1. Highlight "Manage" and press the ⊗ button.
2. Highlight "Pitching Rotation" and press the ⊗ button.
3. Highlight "Edit Rotation" and press the ⊗ button.
4. Using the ← and → directional buttons OR ← and → on the left analog stick, highlight the first pitcher to move.
5. Press the ⊗ button and his name and stats change colors. Pressing the △ button cancels the rotation change.
6. To complete the swap, highlight the second pitcher to move.
7. Press the ⊗ button and the two pitchers change places in the rotation.

TRADES

On the Season Main Menu, highlight "Manage" and press the ⊗ button, then highlight "Trades" and press the ⊗ button, and the Trades Screen appears. Here you will see a list of players and their stats from their default team, a trading area at the bottom of the screen where the players you select for a trade will be displayed, and several options at the right-hand side of the screen.

To change a team:

1. Use the ← and → directional buttons OR ← and → on the left analog stick.

To change the list from batters to pitchers:

1. Use the ↑ and ↓ directional buttons OR ↑ and ↓ on the left analog stick to highlight "Batters" at the right-hand side of the screen and press the ⊗ button.
2. The list changes from batters to pitchers. (Press the ⊗ button again to return to batters.)

To execute a trade:

1. Change the team, according to instructions above.
2. Highlight "Player 1" and press the ⊗ button.
3. Highlight the player you want to trade and press the ⊗ button.
4. This player will appear in the trading area beneath the player list.
5. Select the team with which you would like to trade.
6. Highlight "Player 2"and press the ⊗ button.
7. Highlight the player you want and press the ⊗ button.
8. Both players will appear in the trading area below the player list.
9. Highlight "Trade" and press the ⊗ button.

To view the stats for players vs. left or right-handed pitching separately:

1. Use the ↑ and ↓ directional buttons OR ↑ and ↓ on the left analog stick to highlight "Overall" at the right-hand side of the screen.
2. Press the ⊗ button. The stats for the player vs. right-handed pitching appear.
3. Press the ⊗ button again.
4. The stats for the player vs. left-handed pitching appear.

To view the stats for a player's career, last year, or the current season:

1. Use the ↑ and ↓ directional buttons OR ↑ and ↓ on the left analog stick to highlight "Last Year" at the right-hand side of the screen.
2. Press the ⊗ button.
3. Continuing to press the ⊗ button will allow you to toggle through the stats of a player's career, last year, or the current season.

SAVING ROSTER CHANGES

Whenever you finish with your roster changes, press the △ button to exit back out to the Main Menu. All you need to do is highlight "Save" and press the ⊗ button.

NOTE: Saving rosters of any kind will overwrite any existing *High Heat™* saved data on your memory card (8MB) (for PlayStation®2), including saved Season and Playoff files. If you wish to edit rosters within a Season or Stand-Alone Playoff, do it from within those game modes.

PREFERENCES

From this screen you can set up the following within *High Heat™ 2003*:

- Rosters – This allows you the ability to choose your own unique roster set.
- Tuning – This awesome feature will allow you to tweak *High Heat's* gameplay so that it meets even your high standards!
- Preferences – Set, save, and load all your preferences from this convenient menu.

ROSTERS

Here you can select which rosters set to use.

USE DEFAULT 2002 SEASON

This will load the default rosters from the CD.

USE CUSTOM FROM MEMORY CARD

Highlight "Use Custom From Memory Card" and press the ⊗ button to load an existing roster set from your memory card (8MB) (for PlayStation®2). Once this roster set has been loaded, you can use it in all of *High Heat 2003's* game modes, not just Season Play.

USE CURRENT IN MEMORY

This allows you to use rosters containing the player edits you have just made. You can use them in any game mode.

TUNING

RUNNER SPEED

A scale from 0-10, increasing this will increase the speed of all baserunners.

FIELDER SPEED

A scale from 0-10, increasing this will increase the speed of all players when they are in the field.

THROW SPEED

A scale from 0-10, increasing this will increase the velocity of balls thrown by the fielders.

FASTBALL SPEED

A scale from 0-10, increasing this will increase the speed at which a fastball gets from the pitcher's mound to home plate. (It does not change the pitcher's radar gun reading on screen.)

NON-FASTBALL SPEED

A scale from 0-10, increasing this stat increases the speed at which any pitch, except the fastball, gets from the pitcher's mound to home plate.

CPU HITTING

A scale from 0-10, increasing this causes the CPU to hit for a higher batting average.

CPU POWER

A scale from 0-10, increasing this causes the CPU to hit for a higher slugging percentage.

HUMAN HITTING

A scale from 0-10, increasing this causes Humans to hit for a higher batting average.

HUMAN POWER
A scale from 0-10, increasing this will cause Humans to hit for a higher slugging percentage.

ERROR FREQUENCY
A scale from 0-10, increasing this increases the chance that an error will occur.

INJURY FREQUENCY
A scale from 0-10, increasing this increases the chance that an injury will occur.

SAVING AND LOADING PREFERENCES

SAVING PREFERENCES
After you set up *High Heat™ 2003* they way you like it, you can save your settings by highlighting Save Prefs, and pressing the ⊗ button.

LOADING PREFERENCES
If you have a Saved Preferences you can easily load it by highlighting Load Prefs and pressing the ⊗ button.

TIPS AND STRATEGY

BATTING

NOVICE

- Try to wait for a good pitch! Don't swing at everything! Patience will generally pay off.
- Get ahead in the count; pitchers will then be forced to throw more strikes.

INTERMEDIATE

- Use the directional button OR the left analog stick when you swing to "go with the pitch".
- Strategically use sacrifice bunts in the late innings when a single run becomes more important.

ADVANCED

- Try to identify the pitch type as early as possible to anticipate the break.
- Use the "Guess Pitch" feature and your knowledge of what the pitcher likes to throw in real life to further increase your chances of batting success!

PITCHING

NOVICE

- Mix up your pitch types and locations! Don't be predictable!
- Remember to sometimes throw balls, not strikes. Sometimes the hitter will chase a bad pitch and strike out or hit a weak grounder or pop fly.
- If a pitch does not end up where you aimed it, it is because of your pitcher's control rating. If he is especially wild, remember that asking him to try to throw a ball may be better than asking him to try to throw a strike when you really need a key strike!

INTERMEDIATE

- Keep the ball away from hitters (outside) as much as possible. Most of the time, power is best generated on inside pitches. But remember: Don't be predictable!
- Utilize pickoff throws and pitchouts to keep opposing baserunners honest. Just like real baseball, using these techniques sparingly in steal situations is likely to be more effective than using them all the time. Use the element of surprise!
- If first base is open, do not hesitate to use an intentional walk against a star opponent.

ADVANCED

- Throw a pitcher's most effective real life pitches most often. It will make a difference!
- Utilize changing speeds and breaks to keep a hitter off balance. A mix of Knuckleballs and Fastballs can drive a hitter crazy! So can a Sinker or Screwball following a big Curve!
- In addition to those nasty pitches, we have a new pitch we call the "Cutter." This has to be the nastiest of all. It has a very late flat break, which makes it very tough to distinguish from the fastball. It only takes a couple of inches on a late break to change a home run into a lazy fly ball!
- Don't be afraid to "pitch around" a key hitter and walk him if necessary, especially if you get behind in the count. In important situations, a walk is almost always a MUCH better result than a Home Run!

DEFENSE

NOVICE

- Don't throw the ball around unnecessarily. Your opponent will often be able to take extra bases. You will also be asking for trouble with off-line throws and errors.

INTERMEDIATE

- Use the jump and dive maneuvers to rob potential hits, but try not to overuse them and cost you sure outs. If you're at the wall, you can jump straight up to snag the homer!

ADVANCED

- Utilize the cut-off man. Doing so will often get the ball to your preferred destination faster than throwing straight through. It will also increase your options if a baserunner gets too greedy.

BASERUNNING

NOVICE

- Use a single directional button OR left analog stick with the advance or retreat commands to send a single baserunner at a time (as opposed to all of your runners).
- Being aggressive on the bases, especially in the early innings, often pays big dividends!

INTERMEDIATE

- Keep your eyes open. Plenty of opportunities for taking an extra base exist when the opponent tries to nail a lead runner.

ADVANCED

- Use the lead and retreat lead buttons to rattle an opposing pitcher with stolen bases. Mastery of these techniques will give you a competitive edge. But always be careful of a pickoff move!

STRATEGY

NOVICE

- Watch your pitcher's stamina meter. Be sure to always replace a pitcher when he is tiring, especially if he seems to be losing his control.

INTERMEDIATE

- Use pinch hitters and relief pitchers to create Lefty/Righty match-ups just like they do in the Big Leagues. It will make a significant difference in the game!
- With a decent lead, consider using late inning defensive replacements. Not doing so can cost you.

ADVANCED

- Use double-switches to keep your pitcher in the game longer and away from the batter's box.
- In Season Play, be careful not to overuse pitchers, particularly short relievers.
- Use any and all strategies you see succeed in Major League Baseball. They generally will have a similar chance of success in this game!

HIGH HEAT
Major League Baseball
2003

STATISTICS GLOSSARY

These are listed by order of appearance within the game.

BATTING

Pos - Position

B/T - Batting/Throwing Hand

AVG - Batting Average

HR - Home Runs

RBI - Runs Batted In

SB - Stolen Bases

CS - Caught Stealing

OBP - On Base Percentage (Walks + Hits + Hit By Pitch/At-Bats + Walks Hit by Pitch + Sacrifice Flies)

SLG - Slugging Percentage (Total Bases/At-Bats)

AB - At-Bats

H - Hits

2B - Doubles

3B - Triples

R - Runs

BB - Walks

K - Strikeouts

OPS - On Base Percentage (OBP) + Slugging Percentage (SLG)

Steal % - Stolen Base Rate (Stolen Bases/Stolen Bases + Caught Stealing)

HBP - Hit by Pitch

GIDP - Ground into Double Play

IBB - Intentional Walk

SF - Sacrifice Fly

SH - Sacrifice Hits

PBA - Pinch Batting Average (Batting average as a pinch hitter)

RC - Runs Created (A complicated formula used to determine how many runs a hitter created over the course of a season)

TB - Total Bases (Hits + Doubles + (Triples x 2) + (Home Runs x 3)

TPA - Total Plate Appearances (At-Bats + Walks + Hit by Pitch + Sacrifice Flies)

EQA - Equivalency Average (A statistical formula using all offensive statistics to determine a player's productivity)

RC27 - Runs Created per 27 Outs

PITCHING

T - Throw Hand
W - Wins
L - Losses
ERA - Earned Run Average (Earned Runs x 9/Innings Pitched)
S - Saves
IP - Innings Pitched
K - Strikeouts
BB - Walks
H - Hits Against
G - Games Played
GS - Games Started
CG - Complete Games
SHO - Shutouts
BS - Blown Saves
2B - Doubles Against
3B - Triples Against
HR - Home Runs Against
BK - Balks
WP - Wild Pitches
SB - Stolen Bases Against
CS - Caught Stealing Against
AVG - Batting Average Against
OBP - On-base Percentage Against
SLG - Slugging Percentage Against
Win% - Winning Percentage
HLD - Holds
OPS - On-base Percentage + Slugging Percentage Against
K/9 - Strikeouts per 9 Innings
QS - Quality Starts
#PIT - Total Number of Pitches Thrown
#P/G - Number of Pitches Per Game
SvOp - Save Opportunities
SV% - Save Percentage

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